

METAL SLUG XX DOUBLEX

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METAL SLUG XX DOUBLEX



For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

⚠ WARNING: PHOTSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

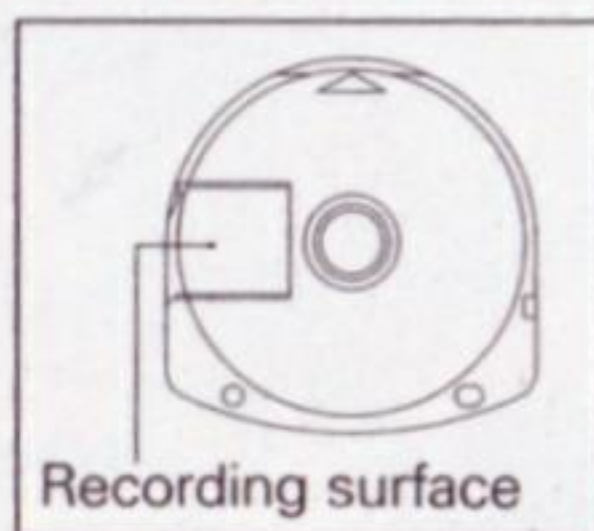
- Use in a well-lit area and keep a safe distance from the screen.
- Avoid prolonged use of the PSP® system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted. Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.

Use and handling of UMD®

• This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP® system only. If the disc is used with other devices, damage to the disc or to the device may result. • This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. AND CANADA ONLY. • Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details. • If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen. • Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity. • Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc. • Do not block the opening with paper or tape. Also, do not write on the disc. • If the opening area does get dirty, wipe gently with a soft cloth. • To clean the disc, wipe the exterior surface gently with a soft cloth. • Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc. • Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction. • SCE will not be held liable for damage resulting from the misuse of discs.



Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc. Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.

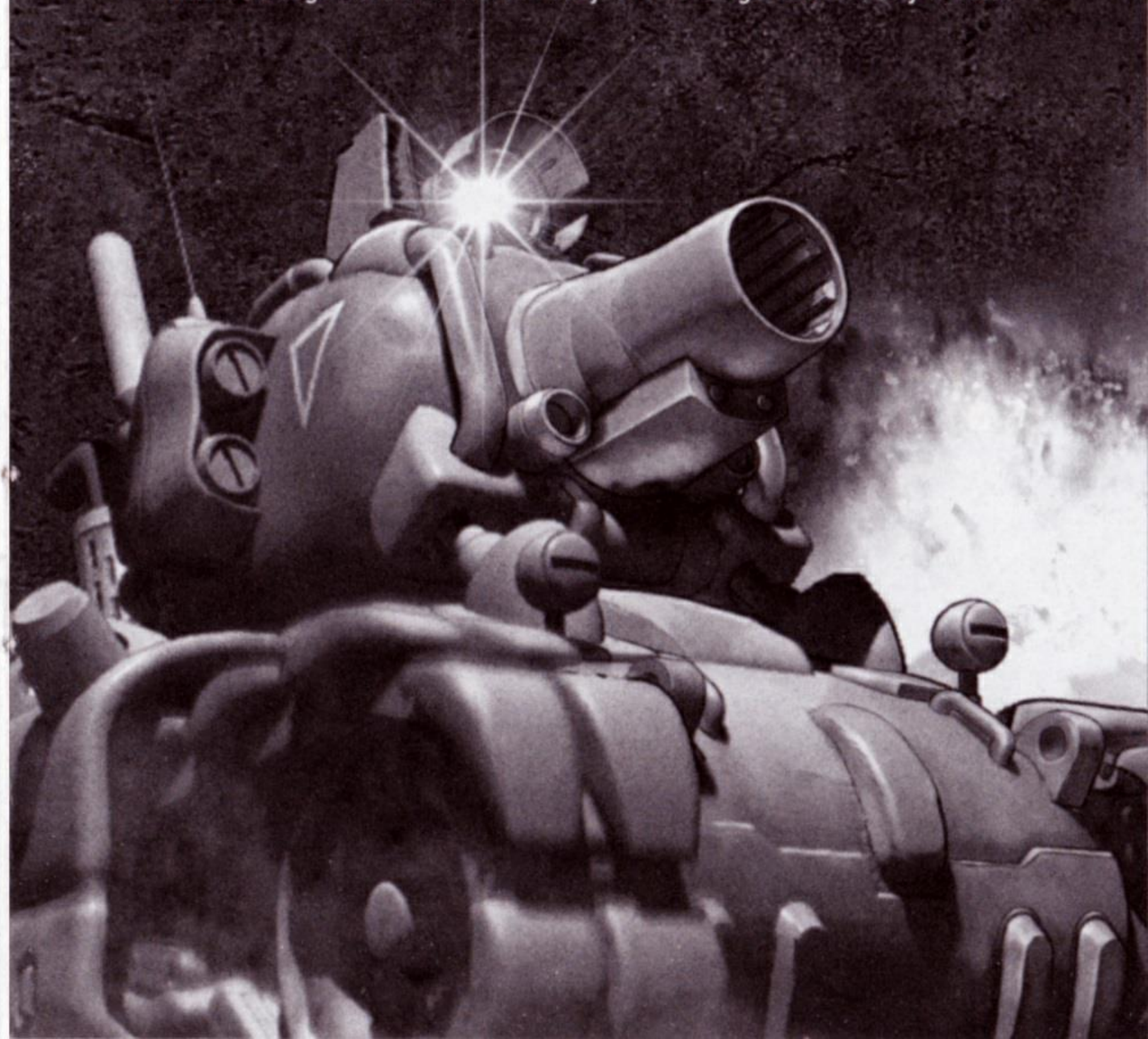
METAL SLUG XX DOUBLEX

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PLEASE NOTE:

METAL SLUG XX was under development at the time this manual was written. The game contents are subject to change without any notice.



GETTING STARTED

GETTING STARTED

Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **METAL SLUG XX™** disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the  button of the PSP® system to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

NOTICE: Do not eject a UMD® while it is playing.

Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

- * Be sure to refer to this manual in conjunction with the PSP® system instruction manual.
- * Game descriptions and pictures of the game screen herein were created during this title's development. Please realize in advance, therefore, that some changes may have been made without notice in the interest of product improvement.

SOME THANKS AND A SMIDGEN OF ADVICE

Thank you for your purchase of this PSP® (PlayStation®Portable) system software title "METAL SLUG XX".

To get the most enjoyment out of this title we hope you'll read through the contents carefully before beginning game play. This manual is not issued separately, so please be sure to store it in a safe location.

PROLOGUE

PROLOGUE

Thanks to the reconstruction proceeding at a miraculous pace, the scars of destruction to the thoroughly destroyed headquarters of the Regular Army and its surrounding city were becoming less and less noticeable to the objective observer.

Just as people were beginning to recover a long-lost sense of vitality and order, a video transmission arrived at HQ from the Regular Army's Division of Intel. Discovered in a clip from a documentary on the waste disposal controversy was the brief flash of a figure appearing to be one of Morden's soldiers crossing the screen.

The Division of Intel had no doubts: this was indisputably a member of Morden's Forces. HQ swiftly organized a six-man covert strike force assigned with the following objectives:

Confirm the presence of Morden's Forces, and then eliminate them—with extreme prejudice! Marco, Tarma, Eri, and Fio were quickly assembled as the initial members for this mission. Ralf and Clark, who had previously thrown in their lots with Marco and company, were also on board.

"Hey! Long time, no see. I guess it's up to me to put things right yet again!!!"

**"Back to the front, eh?
Aren't we just a bunch of peas in a pod?"**

So began our heroes infiltration of Garbage Island, perhaps the final lair of Morden's Forces.

And these forces were sharpening their swords, awaiting their arrival and preparing to pounce.

CHARACTERS

MARCO ROSSI

The always easy-going Marco cannot hide his fierce rage toward General Morden, who took the lives of his friends and colleagues. A skilled agent of the special-ops squad, he's also quite the intellectual and dabbles in computer science during his down-time.

TARMA ROVING

Away from the battlefield, Tarma is known to play a practical joke or two on the over-serious Marco but pays his brother in arms the highest respects as a soldier. His hobby is creating customized motorcycles with a devotion to craftsmanship that puts professionals to shame.

ERI KASAMOTO

Eri began life as an orphan, abandoned on the steps of a church. Once she caught on to the ways of the world, she left that church behind and became leader of a band of street kids. At this time she was recruited by the Regular Army's Division of Intel who saw promise in her innate ability for combat.

FIO GERMI

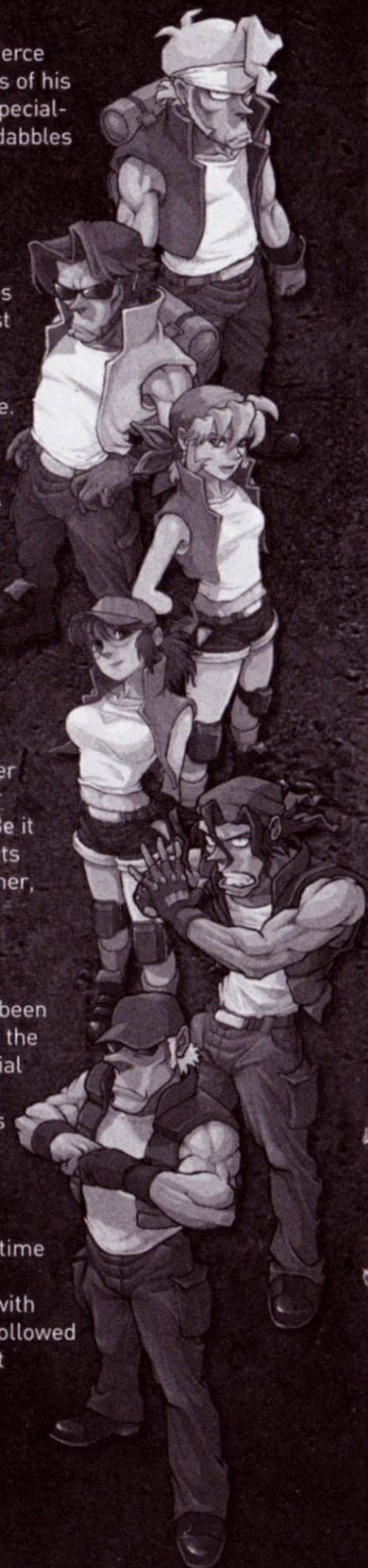
Thanks to her father machinations, Fio found her aimless life turned topsy-turvy when she was enlisted into the ranks of the Regular Army.... Be it a result of the unconditional love that her parents bathed her in or perhaps her unassuming manner, she hopes to one day become a sports doctor.

RALF JONES

Ralf is Clark's old amis-de-guerre, and they've been attached at the hip in every hot spot throughout the globe since either can remember. Ralf's unofficial participation in a certain fighting contest is now legend, and his abilities at hand-to-hand battles can only be described as superhuman.

CLARK STILL

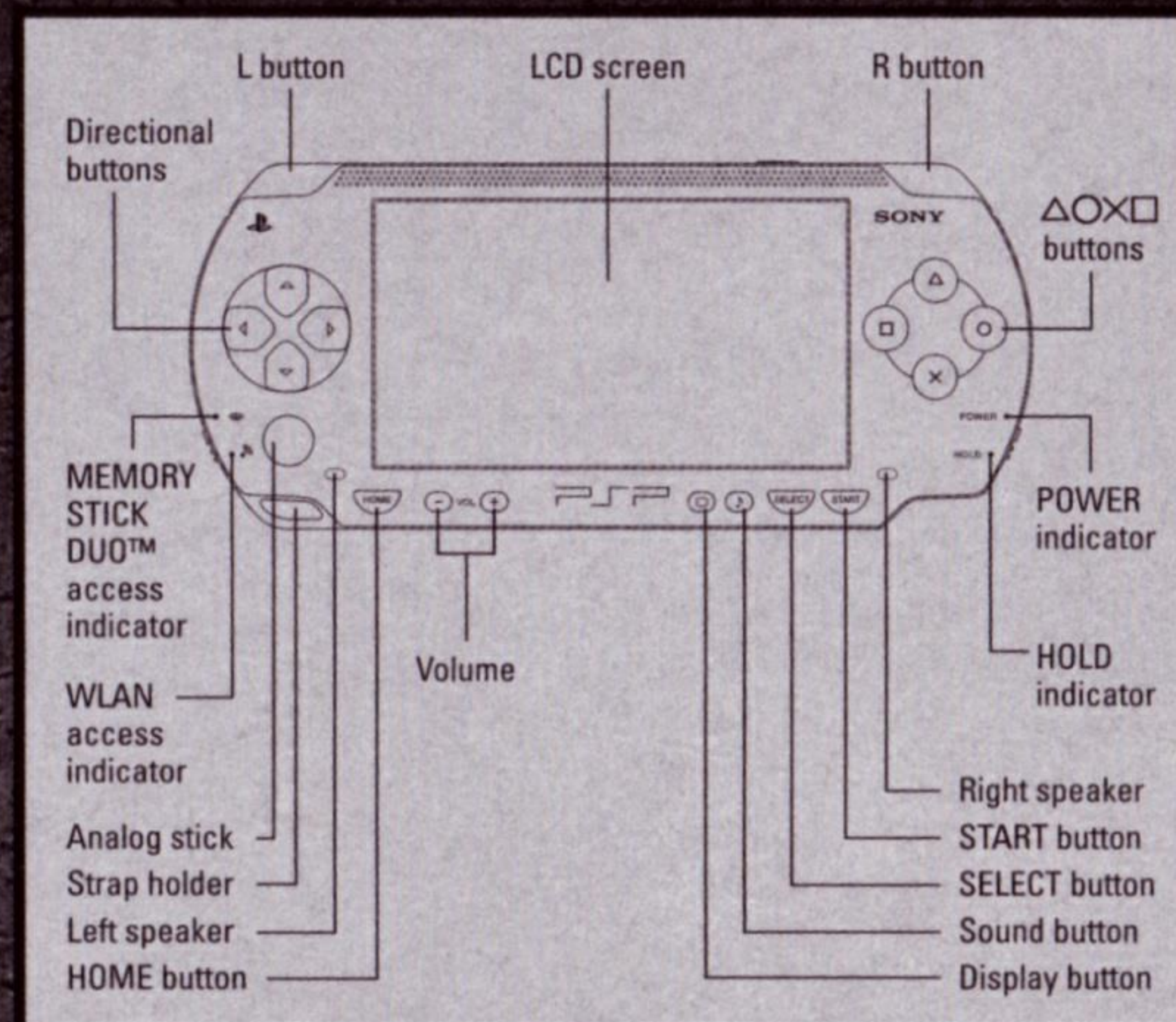
Clark has been in his mercenary squad since time immemorial, but his past is one big question mark. Those unfortunate enough to meet up with him in battle soon find themselves airborne, followed by a helpless plummet to earth for a face-first meeting with the ground.



BASIC COMMANDS

PSP® (PlayStation®Portable) system

Part names for the PSP® system unit and basic controls when selecting menus and options are listed below.



START button

Starts game/Calls up the Pause Menu

PS button (HOME button)

Ends game

DIRECTIONAL BUTTONS

Selects items/options

X button

Confirms selections

Circle button

Cancels selections (returns you to previous screen)

WIRELESS LAN SWITCH

Be sure to switch the wireless LAN switch to the "ON" position when playing in Ad-hoc Mode.

NOTE: See pages 6-7 for a detailed description of controls used during gameplay.

GAMEPLAY

MAIN MISSION

Pushing the START button when the title screen is displayed calls up the Main Menu to let you select one of the five modes described below. Select items using the $\uparrow\downarrow\leftarrow\rightarrow$ directional buttons and push the $\otimes$ button to confirm selections.



MAIN MISSION (See p. 9)

Try to clear the missions while you defeat various enemies.

COMBAT SCHOOL (See p. 15)

When you complete the drills (mini games) assigned by your beautiful drill instructor, your rank rises.

PRISONER LIST (See p. 12)

This lets you check the list of hostages that you have succeeded in saving during the Main Mission.

RANKING (See p. 14)

You can confirm the top ten scores for the Main Mission and best clear times by difficulty level here.

OPTIONS (See p. 18)

Use Options to change game controls and various types of display settings, as well as save and load game data.

SAVE (SAVING GAME DATA)

You can save and load game data and option settings using the separately sold "Memory Stick Duo" or "Memory Stick PRO Duo" with this title. When your score or all-clear time enters the top ten, you can also enter your nickname to leave a record (see p. 14). To save data, you will need 448 KB or more of available memory on the "Memory Stick Duo" or "Memory Stick PRO Duo."

GAME CONTROLS

BASIC CHARACTER ACTIONS

NOTE: Controls are described by their default settings.

MOVE, CROUCH, FIX DIRECTION OF SHOT: DIRECTIONAL BUTTONS/ANALOG STICK

These execute basic actions or determine the direction of fire.

- **POINT UP:** $\uparrow$ DIRECTIONAL BUTTON/ANALOG STICK DIRECTION
- **CROUCH:** $\downarrow$ DIRECTIONAL BUTTON/ANALOG STICK DIRECTION
- **MOVE TO THE LEFT:** $\leftarrow$ DIRECTIONAL BUTTON/ANALOG STICK DIRECTION
- **MOVE TO THE RIGHT:** $\rightarrow$ DIRECTIONAL BUTTON/ANALOG STICK DIRECTION

MAIN SHOT: $\square$ button

Fires the initially furnished weapon (handgun, heavy machine gun) or weapon obtained with a weapon item (see p. 13). When close to an enemy, however, you will attack enemies with a knife. NOTE: The heavy machine gun becomes the initial armament when you play on the BEGINNER difficulty level.

JUMP: $\otimes$ button

Push this to jump. Using the $\downarrow$ directional button/analog stick direction lets you fire the main shot downward.

SUB SHOT: $\odot$ button

Use this to lob grenades. The amount of grenades is limited, but you can increase your supply when you scoop up supply items (see p. 13).

SPECIAL HAND-TO-HAND ATTACK:

L button + $\square$ button

Unlike the normal knife attack, you can use this when the enemy is at a distance or while crouching. This has no effect on enemies such as tanks that cannot be damaged with weapons like the knife. Ralf, however, is the exception to this rule.

WEAPON CHANGE: R button

This lets you switch the weapon you're currently using with one in your stock of weapons (see p. 12).

WEAPON TOSS: L button + $\odot$ button

This lets you throw your current weapon. You cannot, however, throw your initial armaments at enemies.

SPECIAL MOVE: $\uparrow$ DIRECTIONAL BUTTON/ANALOG STICK DIRECTION + (L button + $\square$ button)

MARCO: Burst Shot. Activates repeated fire at this point (you cannot move while firing weapons).

GAME CONTROLS

TARMA: Kick Slugs. When the "RECOVER" message appears, 1/3 of the Slug's energy is restored. When the "DAMAGE" message appears, 1/3 of the Slug's energy is exhausted.

RALF: Vulcan Punch. You can move as you punch your enemies repetitively. This move can even destroy a tank in hand-to-hand combat.

CLARK: Super Argentine Backbreaker. Fling enemies out of the way. If you toss a series of enemies out of the way in an interval of 1.5 seconds, you increase your score as follows: 1 enemy = 1,000 pts.; 2 enemies = 2,000 pts.; 3 enemies = 4,000 pts.; 4 enemies = 8,000 pts.; and 5 enemies = 16,000 pts.

SLUG ACTIONS

NOTE: Controls are described by their default settings.

BOARD SLUG:

GET CLOSE TO A SLUG AND PUSH THE  button
You can board a Slug when you approach one displaying the "IN" message and jump in.

MOVE; CROUCH; FIX DIRECTION OF SHOT: DIRECTIONAL BUTTONS/ANALOG STICK

This is the same as with player actions.

VULCAN CANNON (MAIN SHOT): button

Lets you repeatedly fire the machine gun mounted in the rear.

JUMP: button

The Slug will momentarily jump into the air.

CANNON (SUB SHOT): button

Push this to fire a cannon shell. The amount of cannon shells is limited, but you can increase these by scooping up material items (see p. 13).

ESCAPE SLUG: DIRECTIONAL BUTTON/ANALOG STICK DIRECTION + button

Escape from a Slug when you jump by pushing the  directional button/analog stick direction.

METAL SLUG ATTACK: L button

The Slug you're riding collides into the enemy and explodes to deliver massive damage. NOTE: The player character will automatically escape.

MAIN MISSION

Try to move on and clear all of the missions while you make the most of weapon items (see p. 14) and Slugs (see p. 19) to take down the enemy.

BEGINNING THE MISSION

① PLAY SELECT SCREEN



Choose an option to play in either single-player play or two-player cooperative play. Select items with the   directional buttons and push the  button to confirm.

SINGLE: Make your way through the game as a single-player.

NETWORK: Take on enemies with another player in two-player cooperative play (see p. 20).

② DIFFICULTY SELECT SCREEN



Choose from 3 levels of difficulty. Use the   directional buttons to make a selection and push the  button to confirm.

BEGINNER: This boasts an ideal difficulty level to play casually for a short amount of time.

NORMAL: The standard level of difficulty. Tread carefully and try to clear all of the missions.

HARD: An astounding level of difficulty. Seasoned action game players just have to try this mode!

③ CHARACTER SELECT SCREEN



Select a player character from the six characters who each boast their own unique capabilities. Select these with the    or  directional buttons and push the  button to confirm.

MAIN MISSION

DIFFERENCE OF ABILITIES AMONG CHARACTERS

- MARCO:** Marco's handgun firepower is twice as strong. At the BEGINNER level, the firepower of the heavy machine gun is also doubled. He can also use the Burst Shot (see p. 7).
- ERI:** Eri has twice as many grenades initially and with ammo supplies. The direction she throws grenades can also be changed at will using the directional buttons or analog stick.
- TARMA:** The durability and supply of cannon shells for Tarma's Slugs are twice that of other characters. The firepower of the Vulcan cannon is 1.5 times stronger and comes with the "Vulcan Fix" (the gun fires in succession when the Main Shot button is pressed down and the direction of shots is fixed).
- FIO:** Fio possesses the heavy machine gun as her initial armament. Further, her ammo and supply of weapon items are 1.5 times that of the others.
- RALF:** Although the speed of his hand-to-hand attacks is twice as fast as the others, his ammo and supply of weapon items are halved. He's invulnerable to the first bullet that strikes him but his speed of movement subsequently decreases.
- CLARK:** He can toss enemies out of the way with his Super Argentine Backbreaker move (see p. 8).

④ MISSION SELECT SCREEN



Select which mission you wish to start from. When you choose an option with the ↑↓ directional buttons and push the ⊗ button to confirm, the mission begins!

NOTE: You can only choose Mission 1 when you play for the first time. Once you clear a mission, you can select it in subsequent game sessions.

MAIN MISSION

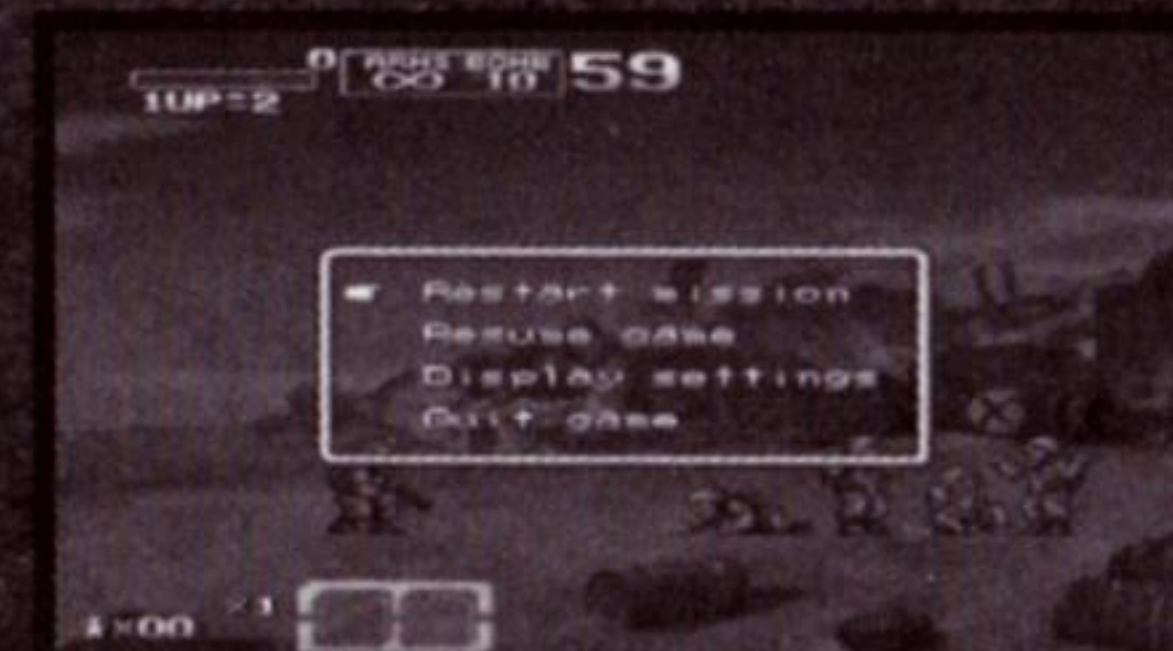
VIEWING THE GAME SCREEN



- ① **SCORE:** Shows the amount of points you've currently earned.
- ② **SLUG GAUGE:** Shows the durability of the Slug. It decreases as you take damage and the Slug explodes when it runs out.
- ③ **REMAINING LIVES:** Shows the number of character players you have left.
- ④ **REMAINING AMMO:** Shows the remaining shells, etc., for the Main Weapon and Sub Weapon.
- ⑤ **AREA TIME LIMIT:** You die in combat when this runs out.
- ⑥ **NUMBER OF HOSTAGES SAVED:** The number of rescued hostages. If the player is killed in action, however, the counter is reset.
- ⑦ **RUSH BLASTER METER:** This rises as you defeat the enemy in succession to help you score tons of points (see p. 12).
- ⑧ **WEAPON STOCK:** This shows your current stock of weapons (up to a maximum of two).

THE PAUSE MENU

When you push the START button during gameplay, the Pause Menu shown below will appear. Select options with the ↑↓ directional buttons and push the ⊗ button to confirm.



RESTART MISSION

This lets you do the mission you are currently playing over again from the beginning.

RESUME GAME

Ends the pause in the action and returns you to the game.

DISPLAY SETTINGS

This lets you change the display ratio of the screen (see p. 18).

QUIT GAME

This ends the game in the middle of play and returns you to the Main Menu.

MAIN MISSION

WEAPON STOCK SYSTEM

You can store a maximum of two Weapon Items that you obtain during gameplay in addition to the initial armament (handgun, heavy machine gun). The Weapon Item you get can only be used for that particular mission, and your arsenal returns to its initial state when you clear a mission or die in battle.

NOTE: The BEGINNER level is where the Heavy Machine gun is provided as the initial armament.

RUSH BLASTER SYSTEM

When you make a series of attacks within a fixed time period, the Rush Blaster Meter rises to increase your score by a factor of 2, 4, 8, or the maximum of 16.

At the point that the meter reaches the MAX level, it immediately begins to decrease while flashing white and your points increase by a factor of 16 until it runs out. Once the meter runs out, points are tallied up at the default levels.

Points are doubled → Points are quadrupled → Points increased by a factor of 8 → Points increased by a factor of 16. When you defeat enemies, coins appear....

SAVING HOSTAGES & THE PRISONER LIST

You can cut the ropes that imprison hostages with bullets or knives and successfully save them when you touch the freed hostage. The saved hostages will then provide you with weapon items or score items. You can also check the names of the



hostages that you successfully save with the Prisoner List (see p. 6) of the Main Menu. Select a mission with the ↑↓ directional buttons and push the ⊗ button to confirm. Use the L/R buttons to change pages.

MAIN MISSION

WEAPON ITEMS

You can add more fire power to your arsenal by obtaining weapon items that appear during game stages or receiving them from rescued hostages. Some of these are introduced here.



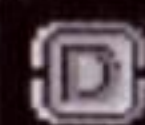
HEAVY MACHINE GUN: This lets you fire shots in diagonal directions.



ROCKET LAUNCHER: This fires a shell that explodes on impact to produce a deadly blast.



IRON LIZARD: This weapon's shell races along the ground after it's fired.



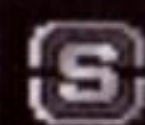
DROP SHOT: The weapon's shell bounces along the ground and explodes on its fourth bounce.



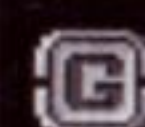
ENEMY CHASER: Searches for enemies and homes in on them when found.



LASER GUN: Fires a laser ray to attack enemies.



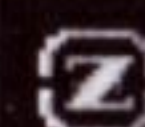
SHOT GUN: This packs quite a punch but has a limited range.



SUPER GRENADE: Its after-shock injures enemies if the explosion doesn't get them first.



FLAME SHOT: Shoots plumes of fire to take down enemies.



ZANTETSU SWORD: A weapon that makes enemy gunfire disappear.

LOOK FOR THESE OTHER WEAPONS TOO...



SHELL SUPPLY: Increases your supply of grenades or cannon shells.



MOLOTOV COCKTAILS: Spreads flames right and left after impact.



ENERGY SUPPLY: Restores 1/3 of a Slug's durability.



BONUS ITEMS: Comes in many shapes and sizes...

MAIN MISSION

CONTINUE

The continue countdown appears when all of your player characters are struck down in battle.

Push the START button before the countdown runs out if you want to continue playing.

After you select a character, you can start where you left off.



ENTERING NICKNAMES

When your score or all-clear time enters the top ten, the name entry screen will appear.

Select letters using the ←→ directional buttons and push the X button to confirm selections.

You can enter up to 3 letters. Pushing the O button lets you go back to the previous letter.



RANKING

This allows you to check the top ten scores or clear times by difficulty for single-player games.

In the Ranking Screen, you can switch from "HIGH SCORE" to "RECORD" with the ←→ directional buttons and change difficulty levels with the L/R buttons.

High Score			Fastest Time		
RANK	SCORE	MISSION	RANK	SCORE	MISSION
1st	3081529	ALL MAR	1st	0	1 SNK
2nd	1341272	4 EN	2nd	0	1 SNK
3rd	0	1 SNK	3rd	0	1 SNK
4th	0	1 SNK	4th	0	1 SNK
5th	0	1 SNK	5th	0	1 SNK

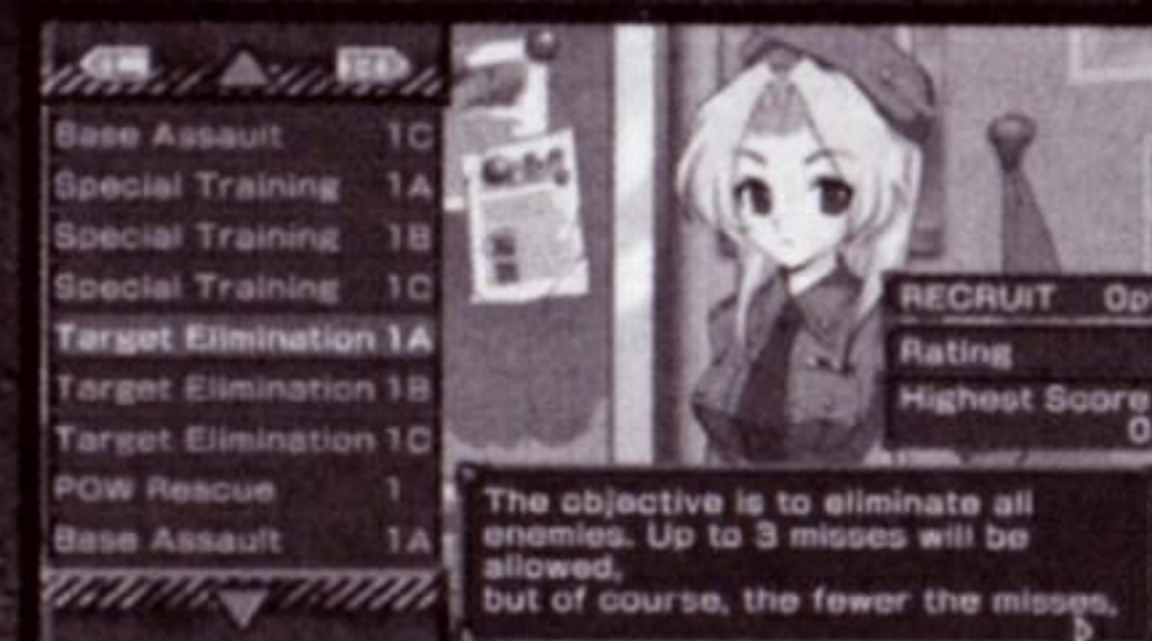
COMBAT SCHOOL

At the boot camp called Combat School, undergo a variety of drills under the watchful eye of the beautiful but uncompromising Drill Instructor Cynthia. You can select one of two modes "TO TRAINING GROUNDS" or "SPEAK TO DRILL INSTRUCTOR," so select one of these using the ↑↓ directional buttons and push the X button to confirm.

DRILL SELECT SCREEN

After you choose a drill with the ↑↓ directional buttons and push the X button to confirm, the drill begins once you decide on a player on the Character Select screen.

The number of drills you can choose from in Combat School increases as you progress through the main mission (see p. 9).



TYPES OF DRILLS

ANNIHILATE OBJECTIVES: Annihilate the enemy squads. Your number of lives and weapons are limited based on each drill.

SUPPLY RECOVERY: Recover supplies (items). The percentage of supplies you recover affects your evaluation.

HOSTAGE RESCUE: Save the hostages. The percentage of hostages you rescue affects your evaluation.

STRONGHOLD ATTACK: Destroy the fighting power of enemy strongholds. Your number of lives and weapons are limited based on each drill.

SPECIAL DRILL: Clear the various missions you're given.

COMBAT SCHOOL

THE PAUSE MENU DURING DRILLS

Pushing the START button during drills calls up the Pause Menu described below. Select an option with the $\uparrow\downarrow$ directional buttons and push the $\otimes$ button to confirm.



RESTART MISSION

This lets you do the drill over from the beginning.

RESUME MISSION

Ends the pause in the action and returns you to the drill.

DISPLAY SETTINGS

This lets you change the display ratio of the screen (see p. 18).

RETURN TO CHARACTER SELECT

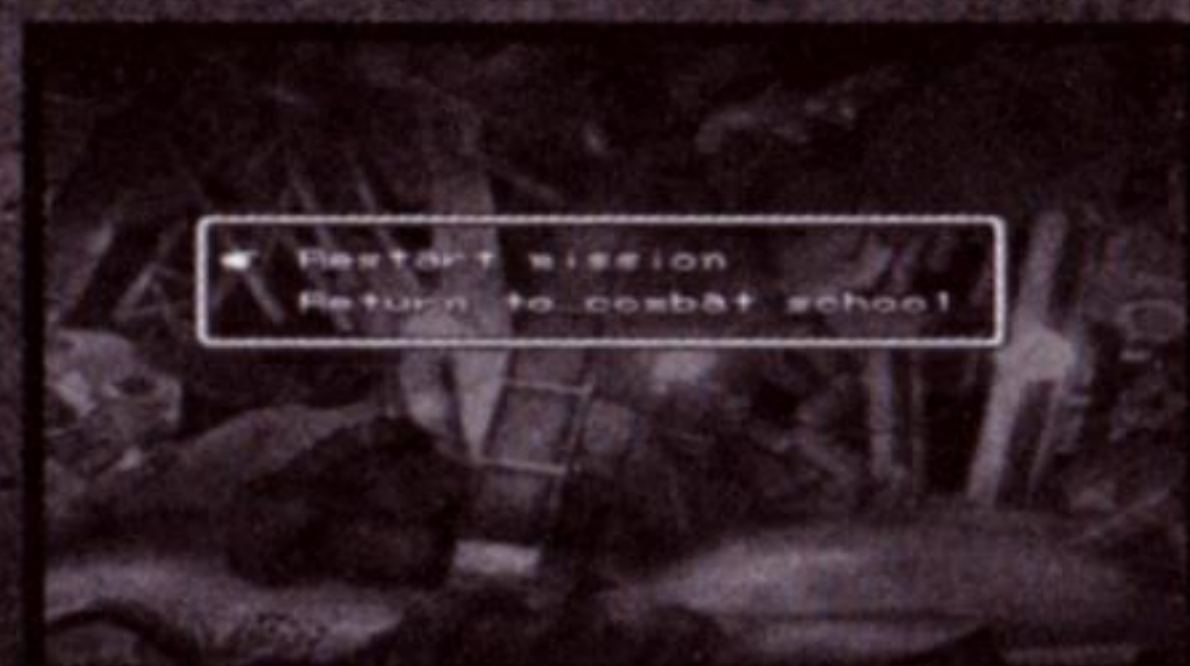
This returns you to the Character Select screen to do the drill over.

RETURN TO COMBAT SCHOOL

This ends the drill in the middle of the action and returns you to the Main Menu.

WHEN YOU FAIL A DRILL...

When you fail a drill, the menu shown below will appear. Select an option with the $\uparrow\downarrow$ directional buttons and push the $\otimes$ button to confirm.



RESTART MISSION

Lets you do the drill over again from the beginning.

RETURN TO COMBAT SCHOOL

Returns you to the drill instructor.

COMBAT SCHOOL

RESULTS SCREEN

When you succeed at a drill, the results screen displaying game records appears. Once you have looked it over, push the $\odot$ button.



- 1 CURRENT RANK:** Tells you your current rank and the points you have earned so far.
- 2 EVALUATION:** Your performance is evaluated at one of 4 levels: S, A, B, or C.
- 3 NEXT RANK:** Shows you the next ranks and number of points needed for promotion.

RANK LIST

Combat School is designed for you to raise your rank in response to the points you earn in drills.

Starting as a recruit, you can rise through the military hierarchy to reach the ultimate rank of "Satan."

As your rank increases, you'll find the attitude of the once stern Drill Instructor Cynthia changes.

And when you reach the rank of "Satan," you'll be able to unleash awesome attacks so give every drill all you got and shoot for the top!

MILITARY RANKS IN ASCENDING ORDER:

RECRUIT $\rightarrow$ PRIVATE SECOND-CLASS $\rightarrow$ PRIVATE FIRST-CLASS
 $\rightarrow$ CORPORAL $\rightarrow$ SERGEANT $\rightarrow$ STAFF SERGEANT $\rightarrow$ SERGEANT
FIRST CLASS $\rightarrow$ MASTER SERGEANT $\rightarrow$ SERGEANT MAJOR $\rightarrow$
WARRANT OFFICER $\rightarrow$ CHIEF WARRANT OFFICER $\rightarrow$ SECOND
LIEUTENANT $\rightarrow$ FIRST LIEUTENANT $\rightarrow$ CAPTAIN $\rightarrow$ MAJOR $\rightarrow$
LIEUTENANT COLONEL $\rightarrow$ COLONEL $\rightarrow$ BRIGADIER GENERAL
 $\rightarrow$ MAJOR GENERAL $\rightarrow$ LIEUTENANT GENERAL $\rightarrow$ GENERAL
 $\rightarrow$ GENERAL OF THE ARMY $\rightarrow$ SATAN

OPTIONS

You can change controls during games and various display settings or save and load data.

Select an option with the **↑↓** directional buttons, change settings with the **←→** directional buttons, and push the **⊗** button to confirm.



CHANGE CONTROLS

You can change controls for gameplay. After switching to this screen, first select the controls you want to change using the **↑↓** directional buttons and push the **⊗** button to confirm.



Next select the buttons you want to use with the **←→** directional buttons and push the **⊗** button to confirm.

SAVE/LOAD

Select this to save or load data using a Memory Stick Duo or Memory Stick PRO Duo.



After switching to this screen, activate "SAVE", "LOAD" or "AUTO SAVE (switch ON/OFF)".

In order to save data, it is necessary to have 448KB or more of open memory on the Memory Stick Duo or Memory Stick PRO Duo.

CHANGE DISPLAY

This lets you change the display ratio of the screen to "Clear", "4:3", or "Wide" (default).

AUTO FIRE

This lets you switch automatic fire for weapons on or off.

BGM SETTINGS

Allows you to adjust the volume of the music soundtrack during gameplay.

SE SETTINGS

You can change the volume of sound effects during gameplay here.

INITIALIZE

This returns all settings in the Option menu to their default settings.

SLUGS

INTRODUCTION TO SLUGS

Various weaponized vehicles called "Slugs" are positioned in game stages. Here's an introduction of Slugs that appear in "METAL SLUG XX."



METAL SLUG

The familiar all-purpose tank. Rout the enemy using its overwhelming firepower.



SLUG TROLLEY

Connect a maximum of 4 cars together for firepower to make your head spin!



SLUGNOID

A two-legged walking tank. Its sub-cannon can fire directly underneath its body.



SLUG ARMOR

A two-legged walker weapon. It pummels the enemy in place of a Vulcan cannon.



OSTRICH SLUG

The Ostrich, *Struthio camelus*.
The fastest bird on two feet!



SLUG GIGANTUS

A behemoth Slug. It boasts sturdy defenses and astounding firepower.

COOPERATIVE PLAY

TWO-PLAYER COOPERATIVE PLAY

You can play two-player cooperative games if you have two PSP® systems and two "METAL SLUG XX" UMD discs.

ITEMS NEEDED:

- ❶ PSP® (PlayStation®Portable) systems2 systems
- ❷ "METAL SLUG XX"2 discs

- This software title accommodates wireless LAN (Ad-hoc Mode) play. With the use of Ad-hoc Mode, two PSP® system users can cooperate and play together. Online play through the Internet, however, is not accommodated.
- Switch the wireless LAN switch to the ON position before beginning play in Ad-hoc Mode.
- If the distance between players exceeds the range capable of accommodating wireless communication during gameplay in Ad-hoc Mode, the game automatically ends.

BEGINNING TWO-PLAYER COOPERATIVE PLAY:

- ❶ Once you've prepared the items described above, each player starts the game on their PSP® system.
- ❷ Both players then push the START button when the title screen appears and move onto the Main Menu to select and confirm the "MAIN MISSION" option.
- ❸ When the Play Mode Select screen appears, both players first choose and confirm "NETWORK."
- ❹ Next, the player to be "Player 1" selects and confirms "HOST"; "Player 2" selects "JOIN."
- ❺ Both Player 1(host) and Player 2 then must select the same level of difficulty.
- ❻ After the Game Lobby screen appears, Player 2 accesses Player 1's game and when Player 1 selects "ACCEPT," the link is established. * If both 1P and 2P's difficulty settings are not the same at this step, the ad-hoc matching will not occur correctly.
- ❼ Once both players choose their character, the co-op game will start from Mission 1. The Mission Select option is not available in this game mode, as in co-op play the campaign will always start from Mission 1.

NOTE: Please note that two-player play using this title assumes two players, as described above, initially begin games together; consequently, two-player play under other conditions, such as two-player burst-in play, is not possible.

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Updating the PSP® (PlayStation®Portable) system

Updating the PSP® system software

This UMD® includes the latest update data for the PSP® system. If a screen prompting you to update the system software is displayed when you start the UMD®, you must perform an update to start the software title contained on the UMD®.

Performing the update

When you insert the UMD®, an icon (as shown on the right) is displayed under [Game] in the home menu. Select the icon, and then follow the on-screen instructions to perform the update.

Before starting the update:

- Fully charge the PSP® system battery.
- Connect the AC adaptor to the system and plug it into an electrical outlet.

During an update:

- Do not remove the AC adaptor, turn off the system or remove the UMD®.

If an update is canceled before completion, the system software may become damaged, and the system may require servicing to repair or exchange.

Checking that the update was successful

After the update has been completed, select [System Settings] under [Settings] from the home menu, and then select [System Information]. If the System Software field displays the version number of the update, the update was successful.

